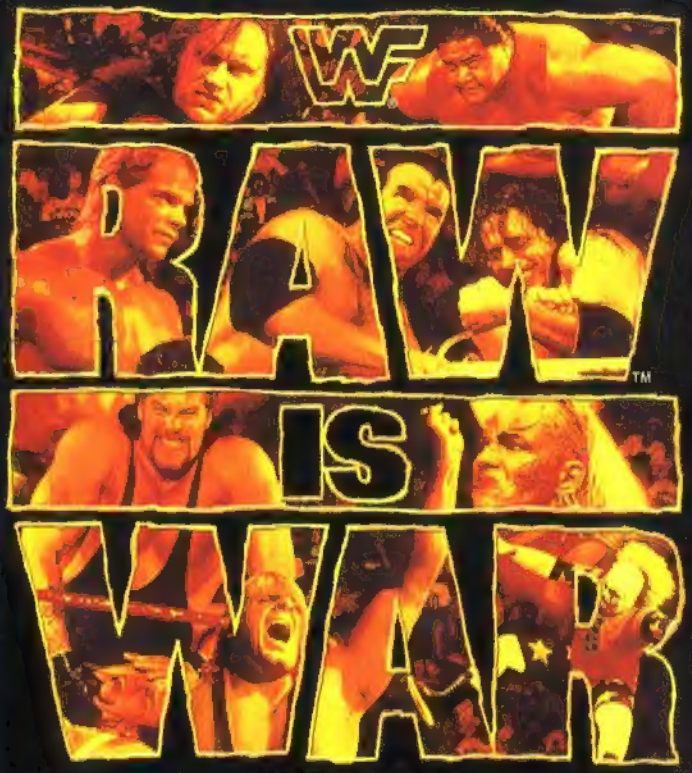

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SNS-ANME-USA

NEWMAN/HAAS

INDYCAR

featuring

Nigel Mansell

INSTRUCTION BOOKLET

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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START YOUR ENGINE!

Have you ever imagined what it would be like to roar a state-of-the-art IndyCar® around a track at 200 miles per hour?

Have you ever imagined the kind of skills needed to outpace a field of expert racers and be the first to see the checkered flag?

Have you ever imagined you would someday be able to test your wits and reflexes against the toughest challenge in racing?

Imagine no longer! Because with NEWMAN HAAS INDYCAR® FEATURING NIGEL MANSELL, you're where the action is: behind the wheel of a custom-designed IndyCar®, speeding toward the finish line as your crew in the pits cheers you to victory!

From the green flag to the checkered flag, you'll experience all the sights and sounds of IndyCar® racing just like Nigel Mansell, one of the most popular drivers in the world for more than 15 years!

Your racing knowledge and instincts will be pressed to the limit as you drive the most challenging tracks on the circuit, from the United States to Australia. With custom equipment and a team of experts behind you, and with top-of-the-line IndyCars® and equally determined drivers against you, you'll experience the most realistic IndyCar® racing possible!

The race is about to begin, and the pole position is yours. Your heart is pounding with excitement as you don your helmet and strap yourself in behind the wheel. The roar of the crowd sounds like a dozen wide-open carburetors.

The green flag is just moments away. Get ready ... get set ... START YOUR ENGINE!

BEFORE YOU TURN THE IGNITION KEY

LOADING:

1. Make sure the power switch is OFF.
2. Insert the NEWMAN HAAS INDYCAR® FEATURING NIGEL MANSELL Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction booklet.
3. Turn the power switch ON. The NEWMAN HAAS INDYCAR® FEATURING NIGEL MANSELL title screen appears.

REV UP FOR ACTION!

NEWMAN HAAS INDYCAR® FEATURING NIGEL MANSELL lets you choose how and where you want to race! Use the CONTROL PAD to highlight various categories on the options screen, and the A, B, X, or Y BUTTONS to pick from the following possibilities:

PLAYERS:

You may choose 1-player, 1-player split, or 2-players. A one player game lets you test your racing skills solo. A one player split game features a horizontally split screen with your car in the top half racing against the computer-controlled racer (teammate Mario Andretti!) in the bottom half. In two player mode, you race against a friend.

SOUND:

Lets you choose between Sound Effects and Music or Sound Effects alone.

PASSWORD:

This is where you enter your password if you are continuing a season-long competition. A password will be given to you every time you finish a race in a Full Season competition.

RACE MODE:

This allows you to choose between arcade and simulation modes. In arcade mode, you can begin racing without having to set custom car options. **Arcade** play is fast and fun, with automatic pit stop service! **Simulation** mode is closer to real IndyCar® racing, featuring generous car customizing options, authentic yellow flag racing rules, and control over pit activity. In either mode, you have a chance to master the courses in practice races.

COMPETITION:

You may choose between a single race on any of the 15 international IndyCar® tracks, or a full season of competition on all tracks.

When you've made your appropriate choices in the above categories, use the CONTROL PAD arrow to highlight the EXIT option and press the A, B, X, or Y BUTTON.

THE INDYCAR® TRACKS

NEWMAN HAAS INDYCAR® FEATURING NIGEL MANSELL gives you 15 international tracks of racing excitement! In a full season of competition, you'll drive them all. In a single race mode, you can use the CONTROL PAD to choose from any one of the following tracks (press the A, B, X, or Y BUTTON when you've made your decision):

TRACK LOCATION	TRACK LENGTH	ARCADE LAPS	SIMULATION LAPS
SURFERS PARADISE QUEENSLAND, AUSTRALIA	2.795 miles	4 laps	7 laps
PHOENIX, ARIZONA	1 mile	10 laps	20 laps
LONG BEACH, CALIFORNIA	1.59 miles	6 laps	11 laps
MILWAUKEE, WISCONSIN	1 mile	10 laps	20 laps
DETROIT, MICHIGAN	2.1 miles	4 laps	8 laps
PORTLAND, OREGON	1.95 miles	5 laps	10 laps
CLEVELAND, OHIO	2.369 miles	5 laps	9 laps
TORONTO, ONTARIO	1.78 miles	5 laps	9 laps
BROOKLYN, MICHIGAN	2 miles	13 laps	25 laps
LEXINGTON, OHIO	2.25 miles	5 laps	9 laps
LOUDON, NEW HAMPSHIRE	1.058 miles	10 laps	20 laps
VANCOUVER, BRITISH COLUMBIA	1.677 miles	5 laps	10 laps
ELKHART LAKE, WISCONSIN	4 miles	3 laps	5 laps
NAZARETH, PENNSYLVANIA	1 mile	10 laps	20 laps
LAGUNA SECA, CALIFORNIA	2.214 miles	4 laps	8 laps

CUSTOMIZE YOUR INDYCAR®

Now it's time to customize your car with six categories of options!

MODIFY CAR allows you to make changes to five important areas of your IndyCar®. For complete details, see MODIFY YOUR INDYCAR®.

DASHBOARD allows you to decide which, if any, of the ten information displays you want to include on the screen: Maps, Laps, Position, Lap Time, Best Lap, Ahead Time, Damage, Speed, Revs and Gears.

CONTROL allows you to choose which buttons on your SUPER NINTENDO® CONTROL PAD will correspond to the following functions: accelerate, brake, upgear, and downgear. Simply use the CONTROL PAD arrow to highlight a function, then press the button you want to correspond to that function. During a practice, qualifying or race session, pressing the START BUTTON will pause and resume the game. While the game is paused, you can press the LEFT and RIGHT triggers together to exit the current session.

NAME ENTRY allows you to enter your name to help keep track of point totals and race standings over the course of a full season of racing.

MPH/KPH allows you to choose between displaying your speed in miles per hour or kilometers per hour.

MANUAL/AUTO allows you to choose between a manual transmission vehicle or an automatic transmission vehicle.

Once you've made your choices in the above categories, use the CONTROL PAD arrow to highlight the EXIT option and press any button.

MODIFY YOUR INDYCAR®

Should you choose to modify your IndyCar®, you will be able to do so in five important areas. Use the CONTROL PAD to highlight the modification you want to make, then press the X, Y, A, or B BUTTON.

BRAKES can be set to three different degrees of grab: Soft, Medium and Hard. Soft braking suits oval tracks, while more complex courses require harder braking. Press the LEFT or RIGHT trigger to cycle through the three brake settings. Press the START button to make your selection.

STAGGER indicates the size of each tire relative to the others. You may make modifications of up to 0.4" on each of the four tires. On ovals the car should be set up so that stagger makes the car lean more into a bend. For example, if an oval has turns that are going left, then the back right tire needs to be made slightly bigger so that the car tips towards the front left, making the car lean into a corner. When using Stagger in this way, you'll want to counterbalance the added wear it causes on tires by using hard tires on the outside and softer tires on the inside. Stagger should not be used on street circuits. Press UP or DOWN on the CONTROL PAD to select the tire you wish to modify. Press the LEFT trigger to reduce the stagger by 0.1" or the RIGHT trigger to increase the stagger by 0.1". Once you are satisfied with your selection, press the START button.

WINGS determines the angle of the aerodynamic wings at the front and rear of the car. Each may be tilted at anywhere from 3° to 18°. A big tilt in the front wing will give you better handling. A big tilt in the back wing will prevent the car from sliding during turns and bends. However, keep in mind that a high wings setting will cause more drag on the car, making for slower acceleration and a lower top speed, as well as more tire wear. All these factors make a high wing setting perfect for road tracks with many turns, whereas an oval track where handling is not as important as speed makes a lesser wing setting desirable. Then press UP or DOWN on the CONTROL PAD to select the wing you wish to modify. Press the LEFT trigger to reduce the wing's tilt angle or the RIGHT trigger to increase the wing's tilt angle. Press the START button once you are satisfied with your selection.

TIRES allows you to choose hard, medium, or soft compounds on each of the four tires. Soft tires have better grip, which allows for both better handling and acceleration, but they don't last as long. Soft tires are best for road tracks. Hard tires have less grip, but will last a long time. Because acceleration is less important on twisting road tracks, consider using harder tires on oval tracks. Press UP or DOWN on the CONTROL PAD to select the tire you wish to modify. Press the LEFT or RIGHT triggers to cycle through the three tire compounds. Press the START button once you are satisfied with your selection.

CAMBER allows you the option of altering the suspension on each of the four tires, enabling you to oversteer to either the left or the right. Each tire may be modified to a maximum of 3°. Use camber to offset the effects of wings. The

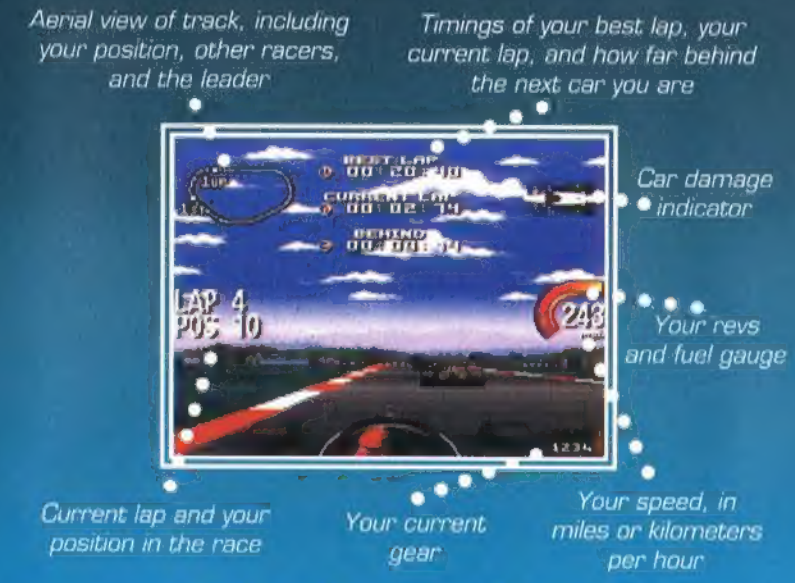
downward force of wings puts pressure on the suspension, causing tires to lift off the ground on the outside of the tire, which results in significant tire wear and loss of traction. Camber changes the angle of the tire, counteracting the downward pressure by making the tire flatter on the road. When racing at an oval track, you'll want higher camber on the tires that are on the same side as the turns. For example, on a track with left turns, you would raise the camber on the left side tires. On road tracks with both left and right turns, you might apply less camber, but to all four tires. See the tire patch in the Tech screen. When it is in the center of the tire, the tire will have even grip. Press UP or DOWN on the CONTROL PAD to select the tire you wish to modify. Press the LEFT trigger to reduce the camber or the RIGHT trigger to increase the camber. Press the START button once you are satisfied with your selection.

TECH OPTION

If at any time you want to see the physical and aerodynamic forces at work as the result of any modification, choose the *TECH* option. Red patches indicating tire grip and arrows indicating physical forces will help give you an idea of the real effects your modifications will have on the car. At the bottom of the TECH screen, arrows in front of and behind the car show downward force at the front and back of the car. The longer the arrow, the more downward force there will be. An arrow below the car indicates the amount of drag on the car. Again, the longer the arrow, the greater the amount of drag. Between these arrows is a tilting bar, which indicates how the downward force on the car is distributed. The lower down the bar is, the more downward force there is. For example, if the tilting bar is high on the left side of the bar (the front of the car) and low at the right (back of car), then the car has less "weight" in the front, and will not steer well. If the opposite tilt is indicated, then there is less weight in the rear, and the car will tend to slide on curves. The top of the screen features a top down view of the car. Here you will see the type of tire chosen displayed as a particular color of tire. The grip of the tires is shown by an oblong within the tire, representing the amount of downward force acting on them.

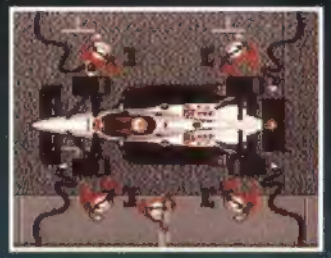
THE DASHBOARD

As you race, you'll have the following information right in front of you:



DEFAULT SETTINGS

PIT STOP!



When your fuel is running low or your tires are wearing thin, it's time to hit the pits!

To enter the pit, steer your car into the pit lane and slow down. The pit crew is initially instructed to do three things: refuel, change the tires, and fix damages to the car. You can refuse any or all of these three options by pressing the appropriate buttons. Keep in mind that in arcade mode, once these procedures have started, they cannot be stopped.

Y BUTTON - Toggle between Fueling and No Fueling.
A BUTTON - Toggle between Tires Change and No Tires Change.
X BUTTON - Toggle between Repairs and No Repairs.

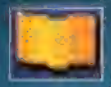
NOTE: Pressing the X, Y and A BUTTONS before the car comes to a complete stops signifies that this pit stop is a "stop-and-go". A stop-and-go is useful when you have been black flagged and do not wish to make a long pit stop (See FLAG SIGNALS for more details). There are no limits to the number of pit stops you may make in a race, but remember that every pit stop slows you down and may affect your final standing!

FLAG SIGNALS

Over the course of any given race, it's likely that you'll see the starter utilize many of the following flag signals to communicate with you and other drivers:

GREEN FLAG

A green flag signifies the start of a practice session, a qualifying session, or a race. It also signals resumption of normal race conditions following a yellow flag.



YELLOW FLAG

A yellow flag requires the drivers to slow down, exercise caution and maintain their relative positions. While the yellow flag is displayed, you may not pass any cars and no cars may pass you. You must maintain the minimum speed of 30 MPH in order to avoid being hit from behind by other cars. Passing a car under the yellow flag may result in you being black flagged (See BLACK FLAG for details).

BLACK FLAG

A race car receiving the black flag must go immediately to the pit. If a racer ignores the black flag, two things can happen:

1. The racer will not be awarded for completion of any laps until the black flag is resolved.
2. The racer will be immediately disqualified from the race. All scoring will be suspended. In Newman Haas IndyCar® Featuring Nigel Mansell, you can get black flagged for the following reasons:
   - **A.** Passing a car during the yellow flag.
   - **B.** In Simulation, ignoring the pit lane speed limit of 100MPH/180KMH.

WHITE FLAG

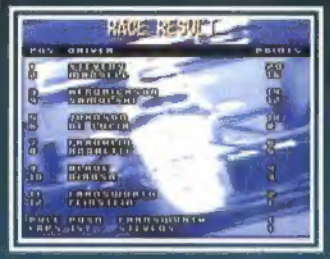
The white flag indicates to the drivers that they have started the last lap of their qualifying session or race.

CHECKERED FLAG

The checkered flag signifies the end of a qualifying session, or the completion of the race and shall be displayed to the leader as he completes his last lap and thereafter to each car still running.

RACE RESULTS

Following each race, the results are displayed on a Race Results screen. Points are given for finishing position, as well as for number of laps led and fastest qualifying time. Points earned in a race will count towards your overall standing in Full Season Competition.



CHAMPIONSHIP POINTS

In a Full Season Competition, your main goal is to accumulate the most championship points. It is not always necessary for you to win every race, but it is important that you finish each race to earn these valuable points.

POSITION	POINTS
1st	20
2nd	16
3rd	14
4th	12
5th	10
6th	8
7th	6
8th	5
9th	4
10th	3
11th	2
12th	1
Fastest Qualifier	1
Most Laps Led	1

RACING STRATEGIES

There's no substitute for experience, of course, but Nigel has a few tips for IndyCar® drivers just getting started:

In a turn, remember that you want to try to hug the inside corner so that the distance around the turn is as short as it can be.

Keep a sharp eye on your speed and practice shifting as quickly as possible so you don't lose time in the transition from first gear to fifth gear.

When modifying your vehicle, be sure to take into account the type of track you will be racing on. Is it an oval that includes only four left turns, or is it a track that mixes left and right turns with short sprints and long straightaways?

NIGEL MANSELL: THE MAN BEHIND THE LEGEND

In the annals of racing history, Nigel Mansell is sure to be spoken of in the same breath as A. J. Foyt, Emerson Fittipaldi, and Mario Andretti.

And his IndyCar® driving career only began in late-1992!

Nigel was born August 8, 1953, in Upton-on-Severn, England. His determination to succeed on the track was vividly demonstrated early in his career: In 1977, after capturing 32 Formula Ford wins in 42 starts, Nigel sustained a broken neck. When doctors told him he might never race again, he checked himself out of the hospital determined to prove them wrong.

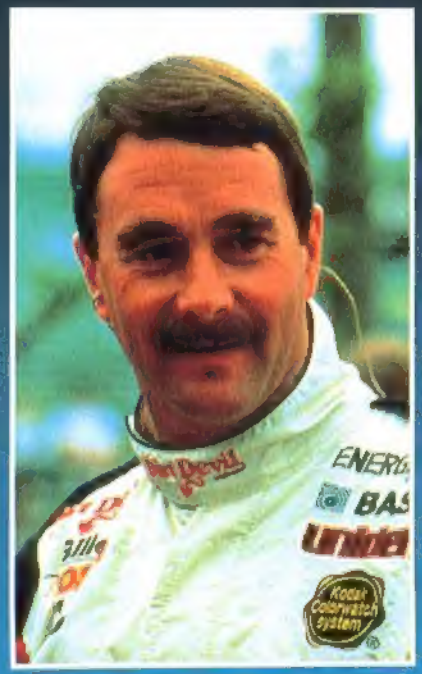
A year later, Nigel sold his house to finance his racing career. In 1979, he won the International Trophy race and scored a pair of second-place finishes. He made his Formula One debut in 1980 as Mario Andretti's teammate in the Austrian Grand Prix, and became a full-time Lotus competitor in 1981.

Racing fans continue to tell the story of how Nigel, in 1984, literally pushed his Lotus over the finish line in Dallas to score a sixth-place finish—then promptly collapsed from heat exhaustion!

In 1987, more tragedy struck: Nigel, now on the Formula One circuit, suffered a spinal concussion and 12 crushed vertebrae in a qualifying accident in Japan. Though he missed the last two races of the season, he finished in second place overall.

Nigel had planned to retire in 1991, but five wins on the F1 circuit convinced him to keep driving. Good move: He clinched the 1992 F1 championship in August of that year—the earliest in the season the crown had been awarded since Jackie Stewart's 1971 win.

Meanwhile, F1 records continued to fall to Nigel's driving: most wins in a season (nine, in 1992); most pole positions (14, in 1992); and most wins in a row (five, in 1992).



On September 18, 1992, Nigel announced his plans to join the Newman/Haas IndyCar® racing team. The 1993 season saw Nigel become the first rookie ever to win the IndyCar® championship! He reached a million dollars in earnings faster (10 races) than any driver in racing history! He missed racing at Phoenix that year due to a 180-mile-per-hour practice crash, but recovered from surgery fast enough to finish third at Indianapolis, his first 500-mile start.

Nigel Mansell's career has been as remarkable as the man himself. But perhaps most remarkable of all is the fact that it's far from over!

INDYCAR® RACING: A CAPSULE HISTORY

The first motor racing track ever was built in 1906 by a wealthy Englishman. The concrete oval was almost three miles long.

Three years later, four Indiana businessmen created the Indianapolis Motor Speedway, home of the Indianapolis 500 that has been a Memorial Day tradition for decades.

Today, IndyCar® racing is one of the most popular spectator sports in the world. The IndyCar® schedule finds drivers competing on 16 tracks in the United States, Canada, and Australia over the course of a seven-month season that begins in March and ends in October.

NOTES

NOTES

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